

1920 +

EXPEDITIONS

GEARS OF CORRUPTION

DESIGNED BY JAMEY STEGMAIER
ART AND WORLDBUILDING BY JAKUB ROZALSKI

1-6 PLAYERS · 60-90 MINUTES · AGES 14+ · COMPETITIVE

Following a series of expeditions—some successful, others not—into the frigid Siberian tundra, corruption has spread from animals and people to a much larger threat. New heroes, better prepared than their predecessors, gather to face the prospect of a mechanical monster, but the changing landscape brings greater uncertainty as they explore Tunguska with fresh eyes.

OVERVIEW AND GOAL

The Gears of Corruption expansion to Expeditions adds elements of risk and danger in the form of secret bonuses on map tokens and a corrupted mech that roams the land. To counter these threats, the expansion offers 2 new mechs and 4 new character/companion pairs, as well as components for a 6th player. Gears of Corruption also accelerates early gameplay by giving players starting resources and a hero worker that can act as any type of worker.

LEAD PLAYTESTERS

Molly Bozarth, Blake Chursinoff, Dusty Craine, Allie Feiner, Vitaliy Fuks, Jeff Grey, Carol LM Johnson, Kim & Michael Kieffer, Nersi Nikakhtar, Crystal Nevin, Amy Niggel, Gheorghe Orbesteanu, Gregory Rempe, Michael Vannoy

PLAYTESTERS

Ben Anderson, Mike Bartoo-Abud, Michael Belli, Jamie Bozarth, Caleb Chursinoff, Paula Collier, Oana Elena Cozmei, Garrett Ewald, Julie Fangmann, Garrett Feiner, Ethan Fuks, Klara Galperina, Lyndsey Grey, Jason Harris, Josh Helgeson,

José Hernandez, Benjamyn Johnson, Emily Jones, Austin Larson, Florin Ilarion Miertoiu, Jason Nevin, Andrei Alexandru Nicolae, Michael Niggel, James Niggel, Lucas Niggel, Caroline Rempe, Clara Rempe, Dan Ronchak, Ryan Sanderson, Jason Stoner, Cheryl Vannoy

COMPONENTS

7 mech mats (dual layer;
2 new & 5 replacement)



2 mech miniatures



6 hero worker meeple (gold)



1 location tile (replacement)



8 starting cards



7 mech cards



6 discovery cards
(5 new & 1 replacement)



1 corrupted mech reference card



12 corruption cards



1 power token



1 guile token



6 corruption tokens (3 of each)



4 glory tokens



16 map tokens (double sided)



1 action token



1 base snap (green)



16 cardboard coins



2 player aids



Replacement parts can be requested on the form at stonemaiergames.com/replacement-parts.

SETUP

INITIAL SETUP

Perform the following steps to integrate the expansion into the core game.

- Permanently replace location tile 16 (Encampment) with the updated tile (showing a corruption level of 8+).
- Permanently replace item card 011 (Aether Mirror) with the updated card (showing a “Refresh” instant benefit and an end-of-game value of \$4).
- Permanently replace the original single-layer mech mats with the dual-layer mats, which include 2 new mechs.
- Add the 6 new corruption tokens to the corruption bag. Each of the new tokens represents 2 corruption, a value previously unseen in Expeditions. The abilities of cards such as Close the Vortex do not apply to 2-value corruption tokens, as they don’t mention that specific value .
- Add the 4 new pairings of character/companion cards to the original starting cards.
- Shuffle the 5 new item cards into the discovery deck.

DISCOVERY: This new term describes the shared deck and its cards (items, meteorites, and quests).

PLAYER COMPONENTS

This expansion adds a 6th player to the game. In a 6-player game there will be slightly more downtime between turns, though the increase in starting resources (hero worker and power/guile) should keep the total playing time to around 90 minutes.

MECH CARDS: Shuffle the 7 mech cards and deal 1 to each player. This determines your mech mat, mech miniature, and starting resources (power/guile and hero worker). After gaining those resources, return all mech cards to the box.

MECH/COMPANION DRAFT FOR EXPERIENCED PLAYERS (OPTIONAL)

Arrange the mech cards face up in a row. Randomly deal one character card face up under each mech card, then place the matching companion card with each character. Randomly determine the first player. In reverse player order (starting with the last player), each player selects one combination. Then, players gain their mech mats, mech miniatures, and starting resources.



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SHARED COMPONENTS

MAP TOKENS: Randomize the new, larger map tokens, each of which has a secret bonus on one side. Place 1 map token face down on each of the 14 locations in the Central and North regions (return the extra 2 tokens face-down to the box). Keep the standard map tokens in the general supply, as there are ways other than moving to face-down locations to gain them. You can use as many map tokens in Expeditions as you have access to.



CORRUPTED MECH MODULE (OPTIONAL)

Place the corrupted mech reference card on the Basecamp glory track, showing the “Corrupted Mech Arrival” side. Shuffle the 12 corruption cards and set them nearby.



BJORN & MOX

Bjorn had not planned to take any more adventures, as he was tired of war and travel. But his beloved daughter Freya, an archaeologist and explorer, had gone missing somewhere in distant Siberia. So once again Bjorn put the saddle on his faithful companion Mox, grabbed his ax, and set off for one last adventure to find his daughter.



GAMEPLAY

HERO WORKER



As noted on the mech cards, each player starts with a hero worker. This is a meeple that acts as a wild meeple: It is all colors for all situations and abilities, and it counts towards the “7 workers” glory category. Players may not gain additional hero workers during the game.

MAP TOKENS



Whenever you gain a map token from a face-down location, you must first gain its secret bonus (your mech is considered to be on that new location when you gain the bonus). A few bonuses include specific types of cards; if that type of card isn't face up among the locations, don't gain anything.

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If you gain a map token in any way other than moving to a face-down location, do not gain its secret bonus.

FREYA & LOKI

Freya, the daughter of the legendary Nordic hero Bjorn, is a renowned researcher, archaeologist, and anthropologist. Together with her beloved and fearless lynx Loki, she has devoted herself to the study of lost civilizations and traces of ancient Norse cultures. Despite her father's prohibitions and warnings, she set off to Siberia to investigate rumors of a mysterious meteorite and missing researchers.



MECH ABILITIES



SCARECROW: Whenever you finish a Refresh turn, you may trash a map to perform 1 action (Move, Play, or Gather). *This adds at most 1 action to each Refresh turn and applies only to Refresh turns (not to other abilities/benefits that allow you to refresh).*



MOLE: Whenever you Gather, you may trash a map to act as if corruption is not covering a benefit. This does not remove the corruption tokens at your location. *Example: If you Gather on location 10 (gain a purple worker or Meld), you may choose the Meld benefit even if it's covered by one or more corruption tokens. This does not allow you to gain both benefits at location 10.*

BAALIAHON AND ZEPHON

This pair of starting cards leans into the weirdness of the color purple in Expeditions:



BAALIAHON: Gain the top corruption accessible from your location (except the 20-value corruption token) OR pay 1 guile and 1 power to Meld. *The first ability applies to the top corruption token on your location or the top corruption card (if you're adjacent to the corrupted mech's location).*



ZEPHON: Activate a face-up purple card's ability OR trash 1 corruption to tuck a quest. *The second ability allows you to trash a corruption token or corruption card in your supply to tuck a quest card you control above your mech mat. This is not the same as solving the quest (you may not pay its Solve cost nor gain its Solve benefit), but quests tucked in this way count towards the "Solve 4 quests" glory category and end-game scoring.*

CORRUPTED MECH MODULE

This is an optional module designed to emulate an actively antagonistic force.

The corrupted mech appears once per game when a player places the first glory token. At the end of that player's turn, they choose an unused mech miniature and place it on a revealed, unoccupied location. The corrupted mech does not use the corresponding mech mat.

Flip the corrupted mech reference card to show “Corrupted Mech Turn” and place it to the right of that player. Deal 5 corruption cards face up in a pile next to the reference card, offset so their corruption costs are all visible. Place the remaining corruption cards face down to form a deck beside this pile.



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BAALIAHON & ZEPHON

No one knows where he comes from or what he looks like, as Baaliahon never takes off his mysterious mask. All we know is that he is one of the leaders of the ancient Cult of Moloch. He wields an ancient staff of great power. He travels with a strange, unearthly and terrifying creature—some might call Zephon an abomination. They are connected by a telepathic bond. No one knows what their purpose is or what they are doing in Siberia.



CORRUPTED MECH TURN

From now on, the corrupted mech will take a turn before that player's turn, following these steps:

1. Deal a new corruption card face up to the top of the pile. If the deck of corruption cards is empty, move the bottom card of the pile to the top.
 - a. **If there is a location available in the indicated direction**, the mech moves 1 location in that direction.
 - Face-down locations are available. Discard the map token, reveal the location, place corruption tokens on it, and move the corrupted mech onto it.
 - Unoccupied locations (revealed locations with no other mechs) are available.
 - Locations occupied by other mechs are not available. However, when the corrupted mech attempts to move onto an occupied location, the occupying player suffers the corrupted mech penalty described to the right.
 - b. **If there is no available location in the indicated direction**, the mech tries the next direction clockwise (and so on until the mech moves).
 - c. **If there are no available locations in any direction**, the mech stops trying after attempting all 6 directions and does not move.
3. If the top card shows a second direction icon, the mech attempts to move again as described in step (a). Do not move the mech using any other cards in the pile.

CORRUPTED MECH PENALTY: If any location the corrupted mech tries to move onto is occupied, the occupying player immediately suffers the penalty noted on the corruption card.

- The penalties are: lose 1 power, lose 1 guile, lose \$1, or discard 1 card from hand.
- If the player doesn't have anything to lose, nothing happens (e.g., if the penalty is losing 1 power but they have 0 power).
- This penalty can be incurred by multiple players on the same turn or even the same player twice for double-movement cards.

VANQUISHING CORRUPTION CARDS

Players may use the Vanquish ability to remove corruption cards if the corrupted mech is adjacent to their mech. This works the same way as Vanquishing corruption tokens: Pay the cost noted at the bottom of the top corruption card to gain that card. You may repeat this process to gain more than one corruption card during the same Vanquish ability.

- Corruption cards count as corruption for the 7-corruption glory category and end-game scoring (gain \$2 per card).
- Some discovery cards and mech abilities use the terms “corruption,” “corruption token,” and “corruption card.” When these components refer to “corruption” by itself, it includes both corruption tokens and corruption cards.
- For various abilities, corruption cards count as tokens, but they are not considered to have colors or values, and the only way you can gain a corruption card is by using a Vanquish ability against the corrupted mech. The Lumberjack mech ignores 1 resource (1 power or 1 guile, not 1 of each) on the top corruption card only.
- Vanquishing corruption cards is an alternative to vanquishing corruption tokens on your current location. Each Vanquish ability may target one or the other but not both.

DEFEATING THE CORRUPTED MECH

If a player removes the last revealed corruption card, remove the corrupted mech from the game (even if there are unrevealed corruption cards remaining). Return all remaining corruption cards, the corrupted mech reference card, and the mech miniature to the box.

GENERAL REMINDERS AND CLARIFICATIONS FOR EXPEDITIONS

- Cards or icons that grant **1 location benefit** allow you to gain exactly 1 icon (even if there are multiple benefit icons on that location).
- If you have an item card in your active row with a worker on it, its **ongoing ability** is active until you refresh that worker/ card (i.e., the ongoing ability isn't just for upgraded item cards).
- If you **Solve with a character ability** that states "...gain the core value of all your solved quests," it includes the quest solved using that ability. Tuck the quest above your mech mat, then gain the core value from all tucked quests.
- The **core value of any card** is always relative to your current status. For example, if you've melded 1 or more meteorites and you're looking at the core value of a meteorite card within the map, its core value for you includes the second guile/power.
- The **color of a card** is the color of the worker shown at the bottom left corner of the card.
- If you gain a **refresh benefit without taking a Refresh turn**, your action token does not shift to "refresh".
- When an ability or benefit refers to **adjacency** (i.e., an adjacent card, gather benefit, etc), it's always relative to your mech. For example, adjacent cards are those next to the location your mech is currently on, not the cards in your active row.
- Whenever you **Gather**, you must gain all exposed benefits if possible ("/" means "or").
- There is **no limit to the number of cards you can have under your control** ("cards you control" refers to cards in hand and in your active row, not tucked cards).

WHAT DOES THE "1X" ON THE "ACTIVATE AN ADJACENT CARD'S ABILITY" ICON REFER TO? 1x

The "1x" in this benefit indicates that you may only activate the selected card's ability once this turn (in case you find a loophole that would allow for multiple activations of the same card). A card's ability may only be activated once per turn unless specifically noted otherwise.

CAN I USE THE ODIN'S WRATH MECH ABILITY MORE THAN ONCE PER TURN?

Yes, you may save up map tokens and use this ability multiple times on the same turn.

ZEHRA & KAR

Zehra, together with her faithful eagle Kar, joined in an expedition to find a powerful and symbolic Tatar artifact, the Sword of Nogai, which was lost hundreds of years ago. Traces of the artifact and Nogai's tomb were found in Siberia. While searching, Zehra and her team came across bizarre and disturbing notes and maps of Dr. Tarkovsky, mentioning ancient artifacts of great power. Zehra decided to follow in the footsteps of this strange explorer.



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